

What is claimed is:

- 1           1. A game machine in which an input of numerical data having a monetary value  
2 serves as a trigger for starting a game, comprising:  
3           a data input module for receiving the input of said numerical data;  
4           a main memory for storing said numerical data and for outputting said stored  
5 numerical data to at least said data input module; and  
6           a sub-memory for storing said numerical data and for outputting said stored  
7 numerical data only externally from a game machine system.
- 1           2. A game machine in which an input of numerical data having a monetary value  
2 serves as a trigger for starting a game, comprising:  
3           a data input module for receiving the input of said numerical data;  
4           a main memory for storing said numerical data and for outputting said stored  
5 numerical data to at least said data input module; and  
6           a sub-memory for storing said numerical data and for outputting said stored  
7 numerical data externally from a game machine system and to said main memory.
- 1           3. A game machine according to claim 2 wherein said numerical data, which is  
2 output to said main memory from said sub-memory, is set beforehand.
- 1           4. A game machine according to claim 1 wherein said main memory is configured to  
2 output said stored numerical data to said sub-memory.
- 1           5. A game machine according to claim 4 wherein said numerical data, which is  
2 output from said main memory to said sub-memory, is set beforehand.
- 1           6. A game machine according to claim 1 wherein said main memory is configured to  
2 output said stored numerical data outside said game machine system.
- 1           7. A game machine according to claim 1, further comprising:  
2           a recording module for recording information onto a storage medium and for  
3 outputting said storage medium, wherein said recorded information contains said

4 numerical data stored in said main and sub memories in association with data indicating  
5 which memory said numerical data was stored in.

1 8. A game machine according to Claim 7 wherein said recording module records in  
2 said storage medium, time information in which a time at which said recorded information  
3 was recorded serves as a starting point.

1 9. A game machine according to claim 8, wherein said time information is time  
2 elapsed from said starting point to when said recorded information recorded in said  
3 medium becomes readable.

1 10. A game machine according to claim 1, further comprising:  
2 a data display module for displaying said numerical data recorded in said main  
3 and sub memories.

1 11. A game machine according to claim 1, wherein for dispensing said numerical  
2 data having a monetary value as a prize as a result of playing a predetermined game, said  
3 numerical data is allocated to and stored in said sub-memory.

1 12. A game machine according to claim 1, wherein for dispensing said numerical  
2 data having a monetary value as a prize as a result of playing a predetermined game, said  
3 numerical data is allocated to and stored in said main memory.

1 13. A game machine according to claim 1, further comprising:  
2 an assigning module for separating and assigning said numerical data to said  
3 main memory and said sub-memory,  
4 wherein said numerical data separated and assigned to each memory unit is  
5 respectively stored in said main memory and said sub-memory when said numerical data  
6 corresponding to said monetary value is output as a prize as a result of playing a  
7 predetermined game.

1 14. A game machine according to Claim 13 wherein said assigning module contains  
2 a set-up module, by which an assigning ratio of said numerical data is set.

1           15. A game system comprising:  
2           one or more game machines according to claim 1; and  
3           a control unit for communicating with each game machine;  
4           wherein each game machine generates information containing said numerical data  
5 stored in said main and sub memories in association with data indicating which memory  
6 said numerical data was stored in, assigns a unique control code to said information, and  
7 outputs said information to said control unit.

1           16. A game machine according to claim 2 wherein said main memory is configured  
2 to output said stored numerical data to said sub-memory.

1           17. A game machine according to claim 16 wherein said numerical data, which is  
2 output from said main memory to said sub-memory, is set beforehand.

1           18. A game machine according to claim 2 wherein said main memory is configured  
2 to output said stored numerical data outside said game machine system.

1           19. A game machine according to claim 2, further comprising:  
2           a recording module for recording information onto a storage medium and for  
3 outputting said storage medium, wherein said recorded information contains said  
4 numerical data stored in said main and sub memories in association with data indicating  
5 which memory said numerical data was stored in.

1           20. A game machine according to Claim 19 wherein said recording module records  
2 in said storage medium, time information in which a time at which said recorded  
3 information was recorded serves as a starting point.

1           21. A game machine according to claim 20, wherein said time information is time  
2 elapsed from said starting point to when said recorded information recorded in said  
3 medium becomes readable.

1           22. A game machine according to claim 2, further comprising:

2 a data display module for displaying said numerical data recorded in said main  
3 and sub memories.

1 23. A game machine according to claim 2, wherein for dispensing said numerical  
2 data having a monetary value as a prize as a result of playing a predetermined game, said  
3 numerical data is allocated to and stored in said sub-memory.

1 24. A game machine according to claim 2, wherein for dispensing said numerical  
2 data having a monetary value as a prize as a result of playing a predetermined game, said  
3 numerical data is allocated to and stored in said main memory.

1 25. A game machine according to claim 2, further comprising:  
2 an assigning module for separating and assigning said numerical data to said  
3 main memory and said sub-memory,  
4 wherein said numerical data separated and assigned to each memory unit is  
5 respectively stored in said main memory and said sub-memory when said numerical data  
6 corresponding to said monetary value is output as a prize as a result of playing a  
7 predetermined game.

1 26. A game machine according to Claim 25 wherein said assigning module contains  
2 a set-up module, by which an assigning ratio of said numerical data is set.

1 27. A game system comprising:  
2 one or more game machines according to claim 2; and  
3 a control unit for communicating with each game machine;  
4 wherein each game machine generates information containing said numerical data  
5 stored in said main and sub memories in association with data indicating which memory  
6 said numerical data was stored in, assigns a unique control code to said information, and  
7 outputs said information to said control unit.